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IN THE CLAIMS:

Line By Line Amendment:

1. (Amended) A document comprising:

- 5 a) a substrate;
- b) a play area comprising an encoded game data portion imaged
on the substrate, said encoded game data portion comprising:
- 1) a base layer printed with an ink having a first
reflectance value as measured by the reflectance of a
10 given wavelength of light;
- 2) a second layer comprising an ink having a second
reflectance value different than the first reflectance value
as measured by the reflectance of said given wavelength
of light;
- 15 wherein the base layer and the second layer together define a game data region and
a non-game data region with at least one of said regions comprising an encoded
pattern of symbols associated therewith; and
- c) at least one scratch-off layer over said encoded game data
portion.

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12. (Amended) The lottery ticket of claim 8 comprising a first [wherein the]
encoded pattern of symbols present in the game data region which [for at least one

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said regions] is different than [the] a second encoded pattern of symbols [for another of said regions] present in the non-game data region.

17. (Amended) The document of claim 16 wherein said additional layer
5 comprises,

[3]] a third layer printed with an ink having a third reflectance value as measured by said given wavelength of light;

[4]] a fourth layer printed with an ink having a fourth reflectance value different than the third reflectance value, as measured by said
10 given wavelength of light.

29. (Amended) A method of detecting tampering of a document comprising:

a) a substrate;

b) a play area comprising an encoded game data portion imaged
15 on the substrate, said encoded game data portion comprising:

1. a base layer printed with an ink having a first reflectance value as measured by the reflectance of a given wavelength of light;

2. a second layer comprising an ink having a second reflectance value different than the first reflectance value as measured by the reflectance of said given wavelength of light;
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wherein the base layer and the second layer together define a game data region and a non-game data region with at least one of said regions comprising an encoded pattern of symbols associated therewith; and

5 c) at least one scratch-off layer over said encoded game data portion,

said method comprising contacting said document with said given wavelength of light, detecting a reflectance value of said document obtained from said contacting step and comparing said reflectance value with a reflectance value from a standard value for said document.

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Full Text Amendment:

1. A document comprising:

a) a substrate;

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b) a play area comprising an encoded game data portion imaged on the substrate, said encoded game data portion comprising:

1) a base layer printed with an ink having a first reflectance value as measured by the reflectance of a given wavelength of light;

2) a second layer comprising an ink having a second
10 reflectance value different than the first reflectance value as measured by the reflectance of said given wavelength of light;

wherein the base layer and the second layer together define a game data region and a non-game data region with at least one of said regions comprising an encoded pattern of symbols associated therewith; and

15 c) at least one scratch-off layer over said encoded game data portion.

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12. The lottery ticket of claim 8 comprising a first encoded pattern of symbols present in the game data region which is different than a second encoded
20 pattern of symbols present in the non-game data region.

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17. The document of claim 16 wherein said additional layer comprises,

a third layer printed with an ink having a third reflectance value as measured by said given wavelength of light;

a fourth layer printed with an ink having a fourth reflectance value different than the third reflectance value, as measured by said given wavelength of light.

29. A method of detecting tampering of a document comprising:

a) a substrate;

b) a play area comprising an encoded game data portion imaged on the substrate, said encoded game data portion comprising:

1. a base layer printed with an ink having a first reflectance value as measured by the reflectance of a given wavelength of light;

2. a second layer comprising an ink having a second reflectance value different than the first reflectance value as measured by the reflectance of said given wavelength of light;

wherein the base layer and the second layer together define a game data region and a non-game data region with at least one of said regions comprising an encoded pattern of symbols associated therewith; and

c) at least one scratch-off layer over said encoded game data portion.

said method comprising contacting said document with said given wavelength of light, detecting a reflectance value of said document obtained from said contacting

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step and comparing said reflectance value with a reflectance value from a standard value for said document.

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